THE BLUES BROTHERS

Note: The CPC/CPC+ version does'nt include a 2 Player mode; it is also impossible to enter the rooms.

LOADING INSTRUCTIONS

Commodore C64, C128, SX 64

On C128, make sure that no cartridge is connected. Switch on the screen, the disk drive and the computer. Insert the cassette in the datacorder and type GO64 <RETURN> then press C= and **RUN/STOP** simultaneously. On C64 and SX 64, make sure that no cartridge is connected. Switch on the screen, the disk drive and the computer. Insert the cassette in the datacorder then press C= and **RUN/STOP** simultaneously.

Amstrad CPC 464, 464+

Switch on monitor and then the computer. Press **CTRL** and **ENTER** keys. Insert your cassette and press **PLAY**.

COMMANDS

	C64	CPC
Music On/Off	/	Menu screen
Sound effects On/Off	/	Menu screen
Quit the game	Q	Q
Change character (2 Player Mode)	Spacebar	/
Pause	P	P

	Joystick (port 1&2)	Keyboard (on CPC)
Jump/Climb up a ladder/Move up	Up	Key Up
Crawl/Squat down	Down	Key Down
Move to the left	Left	Key Left
Move to the right	Right	Key Right
Pick up a box/Throw a box	Fire button	Spacebar
Enter room (except for CPC)	Fire button + Up	Spacebar + Key Up

On C64: In two player mode, one of the characters may leave the screen. In this event press space bar to recentre the scrolling on this character. Even if your character is not on the screen, he remains active and responds to the player's commands. Depending on the situation in the game the above instructions may have other functions.

OBJECT OF THE GAME

The Blues Brothers' equipment has disappeared. You have to help them find the missing objects so that they can play their concert. Each level has a corresponding item:

Level 1...Guitar
Level 2...Microphone
Level 3...Amplifier
Level 4...Concert Poster
Level 5...Concert Permit

Note: In order to move on to the next level, you MUST find the item of the level you're playing. If you reach the flag without this item, a question mark will appear in the items bar (see chapter «Control Panel»). You must then go back to look for that object.

PLAYER SELECTION

Immediately after the introduction page, you will come to the Character Choice page. To select Jake or Elwood (or both if you want two players) move the joystick to the right or the left until the character(s) start(s) to dance. Once you've made your choice, press the firing button. You will then move on to a map of the town.

This map indicates the different levels that you will cover. The level where you are going to play is signalled by a musical note, while those already completed are marked with a cross.

THE CONTROL PANEL

The Control Panel is made up of two parts:

1 - The Items Bar (the same in 1 or 2 player modes)
Once you've picked up the item for that level, it will move automatically to its position on the bar. You must possess this item in order to complete the level. If you don't, a question mark will appear in its place to remind you.
N.B.: in 2 player mode, as in 1 player mode, there is only one item per level. This can be picked up by either Jake or Elwood.

2 - The Energy and Lives Bar
1 Player Mode:
- Picture of Jake or Elwood: shows the character you have selected.
- Lives: this counter tells you the number of lives you have left. N.B.: you have 3 (2 plus the one in play.)

- Number of records collected: when you have collected 100 you obtain an extra heart.
- Hearts: they represent your energy. You have 3 at the beginning, and you can obtain up to 5. You lose a heart if you are touched by an enemy or when you fall in a trap.
If you lose all your hearts, a life is deducted.

2 Player Mode:

- Picture of Jake for the 1st player and Elwood for the 2nd. When one of the players is dead, the picture changes and the character is no longer active.
- Lives: this counter tells you the number of lives you have left. N.B.: you have 3 at the start (2 plus the one in play.)
- Heart: it represents your energy. There is only one per player and it breaks down into 3. You lose one third of this heart if you are touched by an enemy or if you fall into a trap. If you lose all your heart, a life will be deducted.
- Number of records collected: when you have collected 100, the energy heart is increased by 1/3.

COMMANDS

1- Movements

Jake and Elwood move in the direction of the joystick. To squat down, move the joystick towards the bottom. You can also crawl by holding the joystick towards the bottom and pushing in either direction (left or right).

To jump vertically, move the joystick up. To jump over a hole or any other obstacle, move the joystick up and push it left or right. Note that the longer you hold the joystick in the direction of the jump the further your character will go.

To climb up or down a ladder: Position your character in front of the ladder and move the joystick towards the top or bottom to make him climb up or down.
N.B.: if the ladder is raised up, make the character jump and he will catch the ladder himself.

When you catch a balloon, you can steer your character to the right or left while rising. You can release the balloon at any moment by pressing the firing button. But watch out! If your balloon touches the ceiling, it bursts.

The umbrella allows you to make high jumps, and to fall slowly. While holding the umbrella, you can steer your character right or left, and walk and jump. To release the umbrella, press the firing button.

In certain levels you can enter rooms. To do this, place your character in front of the door or opening, press the firing button and then push the joystick up. To leave the room, follow the same procedure.
Note: it is not possible to enter a room with a box.

At certain points Jake and Elwood will have to swim or climb. Simply move the joystick in the direction in which you want to steer the character. To get on to the fence, simply jump and your character will scale.

It's possible to pass through certain floors. To do so, push the joystick down. This also works if you are on furniture (table, bed, box...)

2 - How to eliminate your adversaries

In order to make progress, you must eliminate the adversaries you encounter.

To do this, boxes are scattered about on every level. To eliminate an enemy, pick up a box; when your enemy appears on the screen throw the box at him.

To pick up a box, place yourself on a level with it (but don't climb on) and press the firing button.

You can then move around with it.

N.B.: your character jumps less high with the box because of the extra weight... It is not possible to swim or crawl with a box. To throw the box, place yourself opposite your adversary and then press the firing button.

You can also throw a box at an enemy who is higher up than you are. To do this, first you must jump, and when your character is in the air press the firing button.

BONUS

1 - RECORDS: catch as many as you can while they are spinning. If you have 100 you gain an extra energy heart.
2 - BROKEN RECORDS: according to the level you are in, they subtract certains points from your score.
3 - QUESTION MARKS: some give you extra points, some take points away, and others immobilise you temporarily.
4 - HEARTS: they increase your energy level by one unit.
5 - HATS & GLASSES: they add an extra life.

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